
Subject: Ollabelle

Posted by [dc\[3\]](#) on Sun, 30 Mar 2008 06:52:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>> developers who will help for their own reasons. Like this one:
> =
>>>
>>> Mike
>>>Audet and I have independently estimated the PARIS =
>>>
>>> userba

Subject: Re: Ollabelle

Posted by [rick](#) on Sun, 30 Mar 2008 09:30:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

gt;>> it are=20
>>> probably worth
> more
>>>than that as salvage!), and =
>>> there's=20
>>> the possibility of very exciting
>>>developments if =
>>> everything=20
>>> worked out well.
>>>
>>>So if you're =
>>> contemplating=20
>>> blowing PARIS gear out at absurd "it's=20
>>>
>>>gathering
>>>dust, make me an offer, just =
>>> ge

Subject: Re: Ollabelle

Posted by [dc\[3\]](#) on Sun, 30 Mar 2008 15:40:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

;>
>>>single
>>>EDS=20
>>> card.
>>>
>>>I've got no promises to give in =
>>> exchange=20
>>> at this moment, except my own,
>>>that
>>>I'm =
>>> working on=20
>>> things. But this is what's needed to get 'em done. Let =
>>> me
>>>know=20
>>> what you think.
>>>
>>>- Kerry=20
>>> Galloway
>>>
>>>
>>></BLOCKQUOTE>
>>> <DIV>

I choose Polesoft Lockspam to fight spam, =
>>> and=20
>>> you?
<A=20
>>> href=3D"

Subject: Re: Ollabelle
Posted by [Cujjo](#) on Sun, 30 Mar 2008 15:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

ttp://www.polesoft.com/refer.html"
target="_blank">http://www.polesoft.com/refer.html">http://www.polesoft.com/refer=

>>>

>>>

>>

>OK, but how do you keep your dogs from eating them? They're a dog delicacy, you know.

S

"Deej" <noway@jose.net> wrote in message news:48612f15\$1@linux...

>

> "Sarah" <sarahjane@sarahtonin.com> wrote:

>>My cat coughs them up periodically, but I never thought about using them

> for

>>anything. I could save them and make a necklace, I suppose.

>>

>>S

>

>

Subject: Re: Ollabelle
Posted by [rick](#) on Sun, 30 Mar 2008 19:19:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

y gui

> >>is loaded.

> >>Any tips to recover ?

> >>I use matrox 550 card.

> >>Would a higher MB graphics card wok better ??

> >>Thanks for any input.

> >>Regards,

> >>Dimitrios

> >

>I have been buying my drives from Pacific Pro Audio, and have my clients buy the same. They load them with Seagates and use fastest version of the 911 family. Don't know if they will just sell the case/chipset. We have over a dozen of them and they are great...

www.pacificproaudio.com

EK Sound <ask_me@nospam.net> wrote:

>Glyph.

>

>David.

>

>LaMont wrote:

>> Guys & Gals, looking for a good "recording Firewire Drive Case..What's the

>> latest chipset 911, 912....?? ThanksI think I know that casing.. Thanks

"John Macy" <nospamjohn@johnmacy.com> wrote:

>

>I have been buying my drives from Pacific Pro Audio, and have my clients

Subject: Re: Ollabelle

Posted by [Sarah](#) on Sun, 30 Mar 2008 21:46:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

gt;Windows 98 se

>1 CPU AMD - Athlon (~1725 MHz)

>

>3 eds

>mec

>2 8 in

>1 8 out

>1 adat

>

>

>TIA!

>

>Lance -on PARIS since 1999

>

>on a mac? Don't think you can. Fxansion is PC only.

Sorry Goran.....

AA

"Goran Stojiljkovic" <goran.stojiljkovic@os.t-com.hr> wrote in message
news:486493e4@linux...

> Please can you tell me whats that mean wrapped with FxPansion ver 3.3 ?

> How can I do that?

>

>

> "Tom Bruhl" <

Subject: Re: Ollabelle
Posted by [Cujjo](#) on Sun, 30 Mar 2008 22:17:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

target="_blank">bill@billlorentzen.com> wrote in message
> news:48640aff\$1@linux...
>> Oh, no. That ain't going to fly. My cats lick each other in places dogs
>> would not touch.
>>
>> Sarah wrote:
>>> Yes, exactly, Kitty Roca. And people let dogs lick their faces.
>>>
>>> Sarah <----- cat person
>>>
>>>
>>> "Kerry Galloway" <kg@kerrygalloway.com> wrote in message
>>> news:C487C649.B24D%kg@kerrygalloway.com...
>>>> Ah, Dog Truffles.
>>>>
>>>> And the contents of the litter box too - known to dogs as "Kitty Roca".
>>>>
>>>> - K
>>>>
>>>> On 6/25/08 5:04 AM, in article

Subject: Re: Ollabelle
Posted by [Sarah](#) on Mon, 31 Mar 2008 09:08:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

times
>>before. As far as I know we never got a definitive answer. We've now got
>a
>>fairly firm "floor" for the size of the current PARIS user community. It
>>stands at an eye-opening (at least to me) 125 current users - and rising,
>so

>>to an estimate of the user community worldwide (including PARIS users who
>>don't come to the NG) as being in the vicinity of a healthy 400 current
>>users.
>>
>>Surprised? Not bad for eight years after discontinuation!
>>

>>derived from a fairly accurate hand count of the number of currently active

and

>>is distinct from the size of the NG community itself. We needed that info
>>broken out separately because while some developments (say the ability
to
>>open PARIS .ppjs without a PARIS rig) might indeed be of interest to
>>ex-PARIS users too (who might still retain archives in .ppj format), other
>>developments (say drivers) would really only be of interest to those who
>>still have and use PARIS hardware.
>>
>>To gather those numbers I ruled out the past approach of polls and censuses;

>>unreliable. I simply scanned through the NG posts going back an arbitrary
>>length of time (10 months) and noted every poster I could in that recent

>>posting PARIS-specific tech support questions, specific error code
>>questions, etc). I put the info in a database to sort it in different ways
>>so I could pretty confidently eliminate duplicates. It was a bit

>>would be counterbalanced by the certainty of undercount.
>>

as
>a
>>"minority case" - a returning user after years of absence - I naturally
>come

>>starting from here and going forward.
>>
>>So while it's true we were larger long ago, a hard floor of 125 real users
>>is a good strong number, an excellent number, for aficionado-driven efforts

>>than some aficionado groups for other pieces of discontinued technology,
>and
>>some of those smaller groups have got quite a lot of very meaningful work
>>done. And 400 users worldwide may not be Nuendo numbers but for small

>>
>>Hope this is of interest!
>>
>>- Kerry
>>
>A bit more info I found :-)

MicroXP v0.82

by eXPerience

Thank you for trying this special MicroXP edition of Windows XP.

With a WINDOWS folder that is only 199Mb and a CD size of just 99.9Mb, this has to be one of the smallest Windows XP installations out there.

Whats more - you can use 99% of the programs you always use and up to now there is not one single report of any game not working in MicroXP.

This installation takes only 5 Minutes 30 seconds.

This install includes default XP drivers for Ethernet/Sound/SCSI/RAID

It has all languages kept, except Chinese/Japanese/Korean.

It has all keyboard layout choices kept.

It also has Service Pack 3 final slipstreamed into it.

LAN Networking is now possible - Use '\\\\'Map Network Drive\\\\' and just put the computer name of the computer you want to network with.

Digital Cameras and Scanners can also now be used.

The ISO file size is the same as in the previous release - 99.9Mb

[Statistics]

Installation time, in VMware, from
ISO file, from end of formatting 5 Mins 30 Secs

RAM Usage On First Installation 39 Mb
Handles 2229
Threads 157
Processes 15

Entire Install Size 205Mb

Documents and settings folder size 3.19 Mb
Program Files folder size 2.79 Mb
WINDOWS folder size 199 Mb

Files In System32 815

ISO File Size 99.9 Mb

[Services Remaining In Windows]

Cryptographic Services
DCOM Server Process Launcher
DHCP Client
Event Log
Logical Disk Manager
Logical Disk Manager Administrative Service
Network Connections
Plug and Play
Print Spooler
Remote Access Auto Connection Manager
Remote Access Connection Manager
Remote Procedure Call
Server
TCP/IP NetBIOS Helper
Telephony
Windows Audio
Windows Image Acquisition (WIA)
Windows Installer
Wireless Zero Configuration
Workstation

All these services are enabled on installation,
so you can start using Windows straight away.

[eXPerience Desktop Folder Contents]

Desktop Icon Layout (Lets you save your desktop icon layout)
Driver Install Tool (Easily install all your drivers, see ReadMe)
Keyboard Settings (Quick access to Regional and Language options)
Networking Guide (Shows how to get connected to your networked PC\\\\\\\\\\\\\\\\'s)
Registry Backup (Make a complete backup of the registry in one click)
Services Config (Files to enable and disable functionality)
ShrinkXP Scripts (to remove any items you do not want or need)
Web Browser (Browzar, to download a full browser of YOUR choice)
Windows Media Player 11 (This is just a readme file about WMP11)

[WHAT YOU CANNOT DO]

This is a greatly reduced installation of Windows XP Professional SP3

Please read these notes BEFORE using this edition of Windows:

- SINGLE USER ONLY

You cannot add any additional users. Do not try to add more users, otherwise your main account that is used by default (Administrator) will become the new account and after logging in, you will not have any desktop theme (not even Classic) and the whole account will be ruined. You\\'ll probably have to install Windows again because if you make a new account it replaces Administrator and tries to log you in with Default User - the problem with this is - there is no Default User anymore.

- NO NATIVE SUPPORT FOR FTP SITES

There is no built in support for downloading from FTP sites, try using Filezilla or WS_FTP if you need to do that. Even just Opera or Firefox can probably do it. This functionality is gone because the Application Layer Gateway service is gone, along with ALG.EXE that normally runs in Task Manager, taking up about 6Mb RAM for what amounts to no reason.

- NO VISITING WINDOWS UPDATE

You cannot visit Windows Update with this version of Windows because Internet Explorer is removed. You can manually download updates from Microsoft and you can also use the alternative Windiz Update website through Opera or Firefox. Because so much has been removed from this edition of Windows, you are not likely to be any more safe installing updates for Windows. NOTE: Because this edition of Windows uses a patched winlogon.exe in order to remove the oembios.bin file, you really should not update Windows anyway, in case winlogon.exe gets replaced by an update. There are more details about this in the eXPerience folder on the desktop once MicroXP is installed.

- NO REMOTE DESKTOP

There is no Remote Desktop in this version of Windows because the Terminal Services service is removed.

* * * * *

- NO THEMES

You cannot have the Luna (Blue/Olive/Silver) desktop theme in this version of Windows, the only theme you can choose is Windows Classic which it is already set to by default. You can however install Windowblinds if you want to and it will work fine, Windowblinds does not rely on the Themes service. You could even make MicroXP look like Vista with the Ironjer AeroGlass The Remix V4. Use v4 not v5 of that if you use it.

* * * * *

- NO UNINTERRUPTIBLE POWER SUPPLY SERVICE

I always thought UPS Service delivered parcels but apparently not, if you have this type of device then it will not work on this version of Windows. A UPS is only used for emergencies like if you have a power cut - thats if you even have such a device.

[WHAT YOU CAN DO]

* * * * *

- PROGRAMS -

You can still install and run just about all the programs and games that you can run on a normal installation of XP. There is a text file in the eXPerience folder on the desktop that has a list of programs that work and includes some that don't work (not many). Even Office 2007 installs on this version of Windows

* * * * *

- GAMES -

Up to now, there has not been one single report of any game not working on MicroXP. Gaming is what this edition of Windows is all about, it gives better benchmarks than any other version of Windows I have ever tested.

* * * * *

- LAN NETWORKING -

At last - MicroXP now has the ability to browse your local network. All you need to know is the computer name of the computer you want to connect to and thats about it, just right click My Computer and choose Map Network Drive. All computers can see each other even if every computer in the network is running this MicroXP.

* * * * *

- CAMERAS AND SCANNERS

Now in MicroXP it is possible to use a digital camera (USB only, no Firewire) or a scanner. Tested and working with a Fuji FinePix 6MP camera. The Photo Printing Wizard is not included, neither is the wizard to download photos from the internet, but the rest of the functionality for cameras and scanners is as complete as in full Windows. My favourite saying: whats missing, you\\'re not gonna miss! Print photos with Photoshop or maybe even Irfanview. Ctrl+P to print works in every single program that supports it, so its not like we ever needed the photo printing wizard, which only ever made all images I fed through it A4, even small images, so it actually did not even work, unless I skipped a button but there really are no buttons to skip in that wizard, its useless.

* * * * *

- DIAL-UP CONNECTION -

You can still use a Dial-Up connection (Broadband or old 56k modem). This is the one major flaw in other stripped out operating systems, a lot of UK users still use a modem with broadband... in this edition, RAS Dial-Up/PPPoE/DSL/ADSL connectivity is OK as well as old 56k modems. Yes, try this install on a Pentium II or even an old 486 might run it! They had 75Mhz processors and 8Mb RAM with 4Mb graphics cards.

* * * * *

- WEB BROWSER -

This installation already includes a basic web browser called Browzar that uses a few core files left from Internet Explorer. No, Internet Explorer is not included, but select files included in this installation that come from Internet

Explorer are vital to running Windows. Its also Internet Explorer related files that allow you to open CHM files, which you can do in this edition of Windows. This Browzar web browser is only here so you can at least get online and download Firefox, Opera, Netscape or whatever browser you want. This not only saves space on this CD, but you get to choose what web browser you want to use and you get the latest version not an old and possibly insecure version. Flash v9.0.124.0 for Firefox and Opera is included, so Google Video and YouTube work straight away in whichever browser you install.

- PASSES WGA CHECKS

If you go to download for example, Windows Media Player 11 from Microsoft's downloads section, you will need to validate windows by running the GenuineCheck.exe file that Microsoft asks you to download as part of the Windows Genuine Advantage checks. Its fine to do this, don't be scared of your key being blacklisted.

- WINDOWS MEDIA PLAYER 11

You can install Windows Media Player 11 in this edition of Windows. NOTE: Because the file WMPLOC.DLL is not in system32, Windows Media Player 11 will say that it could not complete setup or words to that effect. IGNORE THIS ERROR! Windows Media Player 11 is fully working after you install it and get that error, Windows Media Video type formats stream in Opera and Firefox still - so you can ignore that installation error. Just make sure if you install Windows Media Player 11 to have the Cryptographic Services service enabled. Windows Media Player 11 needs that service started to install. After installing Windows Media Player 11 you can then disable Cryptographic Services if you wish, like a lot of stuff in Windows, it doesn't really do anything important.

- WMV STREAMS -

Once you have installed Opera, Firefox, Netscape or the browser of your choice, as long as you install Windows Media Player 11, you can stream Windows Media Videos from websites like the BBC's News website, or anywhere that has WMV streams. This is possible because there are three DLL files added to the Windows Media Player folder in Program Files. Don't worry, theres no Windows Media Player there, it only contains the vital DLL files for

streaming compatibility in Firefox and Opera if you install Windows Media Player 11. Note that you do need to install Windows Media Player 11 to view .WMV movies in web pages.

- FLASH -

If you install Opera or Firefox web browser(s) in this special MicroXP edition of Windows, you can go visit YouTube or Google Video without even having to install Flash Player. You can just watch the videos right away.

Release Date: June 22nd 2008

"Rob Arsenault" <mani1147athotmaildotcom> wrote in message news:486e2435\$1@linux...
> Great news Mike, keep us posted.
>
>
> "Mike Bloomer" <tubeguru2006@gmail.com> wrote in message
> news:486d9ec7@linux...
>>
>> Micro XP is a hacked stripped down version of XP.It's apparently popular
>> with
>> gamers... A friend at work got a hold of a copy and I had a chance to try
>> it.I work at a computer repair shop and the idea behind trying it was to
>> make some of the older P3s usable again. It works! It takes about 10
>> minutes
>> to do a complete install. When the system is booted up it uses 36 meg of
>> memory and runs 15 processes! Nearly everything has been stripped from
>> the
>> OS. There is no local networking, no scheduling, and no internet
>> explorer.
>> It will run Firefox though so internet is possible.Most XP programs will
>> run on it.
>> Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I
>> installed
>> Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
>> it perfectly and wasn't bogged down at all! So I added 10 more stereo
>> tracks
>> and it ran those.
>> I tried it on my Paris box at home as a dual boot and so far so good. It
>> seems to be immune to some of Paris's bugs.
>> If you decide to try it get version .08 not version .06 which is more

>> commonly
>> available. I'm still testing I'll do a more complete synopsis when I'm
>> finished....
>> MB
>
>Google the phrase * MicroXP v0.82 *
Looks like a bit torrent.

AA

"James McCloskey" <excelsm@hotmail.com> wrote in message
news:486e45c8\$1@linux...

>
> Hey Mike, where can you get it?
>
> "Mike Bloomer" <tubeguru2006@gmail.com> wrote:
>>
>>Micro XP is a hacked stripped down version of XP.It's apparently popular
> with
>>gamers... A friend at work got a hold of a copy and I had a chance to try
>>it.I work at a computer repair shop and the idea behind trying it was to
>>make some of the older P3s usable again. It works! It takes about 10
>>minutes
>>to do a complete install. When the system is booted up it uses 36 meg of
>>memory and runs 15 processes! Nearly everything has been stripped from the
>>OS. There is no local networking, no scheduling, and no internet explorer.
>>It will run Firefox though so internet is possible.Most XP programs will
>>run on it.
>>Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I
>>installed
>>Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
>>it perfectly and wasn't bogged down at all! So I added 10 more stereo
>>tracks
>>and it ran those.
>>I tried it on my Paris box at home as a dual boot and so far so good. It
>>seems to be immune to some of Paris's bugs.
>>If you decide to try it get version .08 not version .06 which is more
>>commonly
>>available. I'm still testing I'll do a more complete synopsis when I'm
>>finished....
>>MB
>> I'd pay for the luxury.

Ya me too.

A little shnazzy filtering and/or distortion in the
feedback loop would be cool too.

Tom

"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...

>
> ..Even a maximum of two seconds would be really cool.
> Only too often I find that 1 second is just not quite enough.
> Probably a limitation of the ESP's, dare I say it.
> I know... I can always use native, but it gets tiring splicing
> dead air onto the end of objects, just to allow the delays to
> decay naturally.
> I'd pay for the luxury.
> Kim I know you've probably thought of this, but you can put 2 delays in series.
Make the first one a straight delay with no feedback, and add as much as
you need to the second delay which will probably be maxed out time wise and
have some feedback.

Or...copy the track to another track, delay that track the amount you need
to make the delay work with the existilng Paris delay (if you want a 2 second
delay, delay the first track 1 second, then add the delay plug on an aux.)
mute that track and set it to sent pre fade. Yes it would be cool to have
a 2 second delay, but I've done this a few times and it's not a big deal.

Rod

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>> I'd pay for the luxury.

>
>Ya me too.

>
>A little shnazzy filtering and/or distortion in the
>feedback loop would be cool too.

>
>Tom

>
>
>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...

>>
>> ..Even a maximum of two seconds would be really cool.
>> Only too often I find that 1 second is just not quite enough.
>> Probably a limitation of the ESP's, dare I say it.
>> I know... I can always use native, but it gets tiring splicing
>> dead air onto the end of objects, just to allow the delays to
>> decay naturally.
>> I'd pay for the luxury.

>> Kim

>
>Ya Rod, and add an amp emulator, eq or any plug-in at that stage for color
is nice.

I've been there too.

It's amazing how easy we all want everything to be these days? ! I used to have to route through the patchbay for all this good stuff. I was happy that it was there and even possible.

I'm betting Mike never expected to be designing effects for us when he started out.

I am just so appreciative of his effort to this point I feel silly asking for more than he's already given.

So, in my silly sort of tone, Mike can you do it?

Tom

"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message news:486ef859\$1@linux...

>

> I know you've probably thought of this, but you can put 2 delays in series.

> Make the first one a straight delay with no feedback, and add as much as you need to the second delay which will probably be maxed out time wise and

> have some feedback.

> Or...copy the track to another track, delay that track the amount you need to make the delay work with the existilng Paris delay (if you want a 2 second

> delay, delay the first track 1 second, then add the delay plug on an aux.)

> mute that track and set it to sent pre fade. Yes it would be cool to have a 2 second delay, but I've done this a few times and it's not a big deal.

> Rod

> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>> I'd pay for the luxury.

>>

>>Ya me too.

>>

>>A little shnazzy filtering and/or distortion in the feedback loop would be cool too.

>>

>>Tom

>>

>>

>>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...
>>>
>>> ..Even a maximum of two seconds would be really cool.
>>> Only too often I find that 1 second is just not quite enough.
>>> Probably a limitation of the ESP's, dare I say it.
>>> I know... I can always use native, but it gets tiring splicing
>>> dead air onto the end of objects, just to allow the delays to
>>> decay naturally.
>>> I'd pay for the luxury.
>>> Kim
>>
>>
>Hey, that makes sense! But do we come out the other side intact but in a
weird parallel universe?

S

"Rich Lamanna" <richard.lamanna@verizon.net> wrote in message
news:486e42ad\$1@linux...
>I just figured it out. The universe creates black holes by creating
>sentient
> beings, intelligent enough to discover and design technology enabling them
> spawn a black hole. And POOF, there arises the black hole which gobbles up
> the associated solar system. I postulate therefore that every black hole
> which exists in the universe was created by a group of nuclear physicists
> :-)
>
> Rich
>
> "DC" <dc@spammersinhell.com> wrote in message news:486dccfc\$1@linux...
>>
>> "Deej" <noway@jose.net> wrote:
>>
>> >I thought I was. I conceived this notion during a paranoid moment during
>> >an acid trip back in the early 70's when I decided that nuclear testing
>> was
>> >going to start a interdimentional chain reaction that would eventually
> cause
>> >our sun to explode. Of course, I then proceeded to write it all down and
>> >turn it in as a mini thesis for a political science class I was taking
>> >at
>> >the time.....then I sobered up.
>> >
>> >I was embarrassed about this until I saw the last few minutes of Men In
>> Black,
>> >which totally vindicated me.
>> >);

>>
>> It's worse than you know!!
>>
>>
> <http://features.csmonitor.com/innovation/2008/07/01/could-the-large-hadron-collider-destroy-earth/>
>>
>> DC
>>
>>
>
>Hi Guys,

I promise I will do a rockin' delay. Right now, I'm just spending all of my time trying to get NoLimit to compile on the Mac. I feel like I'm close, but I still haven't got a finished library to test.

I hope you are enjoying the compressor. It's basically a slightly modified sexual chocolate, which is cool to finally get out to people.

Cheers!

Mike

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>Ya Rod, and add an amp emulator, eq or any plug-in at that stage for color

>is nice.

>I've been there too.

>

>It's amazing how easy we all want everything to be these days? ! I used to

>have to

>route through the patchbay for all this good stuff. I was happy that it was

>there

>and even possible.

>

>I'm betting Mike never expected to be designing effects for us when he

>started out.

>I am just so appreciative of his effort to this point I feel silly asking

>for more than he's

>already given.

>

>So, in my silly sort of tone, Mike can you do it?

>

>Tom
>
>
>
>
>
>
>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>news:486ef859\$1@linux...
>>
>> I know you've probably thought of this, but you can put 2 delays in
>> series.
>> Make the first one a straight delay with no feedback, and add as much
as
>> you need to the second delay which will probably be maxed out time wise

>> and
>> have some feedback.
>> Or...copy the track to another track, delay that track the amount you
need
>> to make the delay work with the existilng Paris delay (if you want a 2

>> second
>> delay, delay the first track 1 second, then add the delay plug on an aux.)
>> mute that track and set it to sent pre fade. Yes it would be cool to have
>> a 2 second delay, but I've done this a few times and it's not a big deal.
>> Rod
>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>> I'd pay for the luxury.
>>>>
>>>>Ya me too.
>>>>
>>>>A little shnazzy filtering and/or distortion in the
>>>>feedback loop would be cool too.
>>>>
>>>>Tom
>>>>
>>>>
>>>>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...
>>>>>
>>>>> ..Even a maximum of two seconds would be really cool.
>>>>> Only too often I find that 1 second is just not quite enough.
>>>>> Probably a limitation of the ESP's, dare I say it.
>>>>> I know... I can always use native, but it gets tiring splicing
>>>>> dead air onto the end of objects, just to allow the delays to
>>>>> decay naturally.
>>>>> I'd pay for the luxury.
>>>>> Kim

>>>
>>>
>>
>
>Hi Mike,

Well I haven't tried it yet but I might have had you named it
Sexual Chocolate II ! It's all in the marketing huh?

I'll chime in after I get it going.

Tom

"Mike Audet" <mike@...> wrote in message news:486f8148\$1@linux...

>
> Hi Guys,
>
> I promise I will do a rockin' delay. Right now, I'm just spending all of
> my time trying to get NoLimit to compile on the Mac. I feel like I'm
> close,
> but I still haven't got a finished library to test.
>
> I hope you are enjoying the compressor. It's basically a slightly
> modified
> sexual chocolate, which is cool to finally get out to people.
>
> Cheers!
>
> Mike
>
>
> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>Ya Rod, and add an amp emulator, eq or any plug-in at that stage for color
>
>>is nice.
>>I've been there too.
>>
>>It's amazing how easy we all want everything to be these days? ! I used
> to
>>have to
>>route through the patchbay for all this good stuff. I was happy that it
> was
>>there
>>and even possible.
>>
>>I'm betting Mike never expected to be designing effects for us when he
>>started out.
>>I am just so appreciative of his effort to this point I feel silly asking

>
 >>for more than he's
 >>already given.
 >>
 >>So, in my silly sort of tone, Mike can you do it?
 >>
 >>Tom
 >>
 >>
 >>
 >>
 >>
 >>
 >>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
 >>news:486ef859\$1@linux...
 >>>
 >>> I know you've probably thought of this, but you can put 2 delays in
 >>> series.
 >>> Make the first one a straight delay with no feedback, and add as much
 > as
 >>> you need to the second delay which will probably be maxed out time wise
 >
 >>> and
 >>> have some feedback.
 >>> Or...copy the track to another track, delay that track the amount you
 > need
 >>> to make the delay work with the existilng Paris delay (if you want a 2
 >
 >>> second
 >>> delay, delay the first track 1 second, then add the delay plug on an
 >>> aux.)
 >>> mute that track and set it to sent pre fade. Yes it would be cool to
 >>> have
 >>> a 2 second delay, but I've done this a few times and it's not a big
 >>> deal.
 >>> Rod
 >>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 >>>> I'd pay for the luxury.
 >>>>
 >>>>Ya me too.
 >>>>
 >>>>A little shnazzy filtering and/or distortion in the
 >>>>feedback loop would be cool too.
 >>>>
 >>>>Tom
 >>>>
 >>>>
 >>>>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...

>>>>>
>>>>> ..Even a maximum of two seconds would be really cool.
>>>>> Only too often I find that 1 second is just not quite enough.
>>>>> Probably a limitation of the ESP's, dare I say it.
>>>>> I know... I can always use native, but it gets tiring splicing
>>>>> dead air onto the end of objects, just to allow the delays to
>>>>> decay naturally.
>>>>> I'd pay for the luxury.
>>>>> Kim
>>>>
>>>>
>>>
>>
>>
>Dimitrios,

I did read your post and thanks. I have sent you another direct email but I'm not sure you got that can you respond or are they bouncing back to you?

I threw you my two other email addresses there also.

Tom

"Aaron Allen" <know-spam@not_here.dude> wrote in message news:486e3ed2@linux...

> As much trouble as you two have emailing each other you should both
> seriously consider creating a gmail account (<http://mail.google.com>)
> AA

>

>

> "Dimitrios" <musurgio@otenet.gr> wrote in message news:486e1eca\$1@linux...
>>

>> Hi Tom,

>> I have posted this already on the graphics post I made but in case you
>> did

>> not catch it here it is again...

>> Hi Tom,

>> My emails still bounce back so I will use this forum to reply to your
>> questions

>> !

>>

>> Hi !!

>> I hope that you are well with your foot !

>> Regarding your questions all are positive !

>> Yes sample accuraccy there.

>> No pci extra just the synplate added to scope card.

>> Use ASIO2 protocol under cubase.
>> By starting Paris Cubase follows sample accurate.
>> Let me know if you need more detailed instructions as how to do this !
>> Regards,
>> Dimitrios
>>
>
>Hey all - I've been out of the loop lately with work and travel.

I played around with loading MicroXP last night - I gotta say... it's very impressive. Really, really fast. I loaded Paris, and it flies - haven't had a crash yet, and I've never seen the meters and transport run so smoothly. It 'feels' silly good.

Definitely worth looking into for Paris on XP.

-Carl

Aaron Allen wrote:

> Google the phrase * MicroXP v0.82 *
> Looks like a bit torrent.
>
> AA
>Hi Ted

- maybe I phrased that poorly, I'm afraid I have something of a fever and am not at my clearest. By 'real users' I meant 'current' users. By "a hard floor of 125 real users" I meant to say we now have a solid idea the *minimum* number of current PARIS users out there. 400 is what we're estimating the true number actually is.

As far as examples of other pieces of discontinued technology, I'll write a bit when I've got less mush brain.

- K

On 7/3/08 7:44 PM, in article 486d8e93\$1@linux, "Ted Gerber" <tedgerber@rogers.com> wrote:

>
> Thanks Kerry-
>
> I'm a little slower than usual tonight, can you define the
> difference between "real users" and "users worldwide"?
>
> 400 does in fact seem like an enticing number for developers.
> Can you give some examples of "some aficionado groups for other pieces of

> discontinued technology" and the progress made
> in those settings?

One example would be the Roland Vbass. That community has *perhaps* 20 members and averaged a post or two a week. I came across that community last year when I bought a used Vbass and quickly discovered Roland never built an editor/librarian for it. Someone did build one for the Roland VG8 and it looked like it could be modified for the Vbass, but the developer was uninterested in opening the source code. After months of chasing down and researching, making unresponded-to emails etc, I got a response from the developer and after a few exchanges on it he agreed to release the source code.

>
> Thanks again,
>
> Ted
>
>
> Kerry Galloway <kg@kerrygalloway.com> wrote:

>>

>> support any forward motion. Blog/wiki/networking/development rig are
>> certainly part of that infrastructure but we also had a serious need for
>> hard info - things like current community size and composition etc. If we
>> want to tell outside developers who we are as a community, we better know
>> who we are first, and I had the suspicion that my "spitball" guesstimates
>> weren't doing us much justice.
>>

>> research and detective work, and what I lack in skills I cheerfully
>> supplement with grunt work. I wanted to share one of the results of that
>> basic research with you all.
>>

>> before. As far as I know we never got a definitive answer. We've now got
> a
>> fairly firm "floor" for the size of the current PARIS user community. It
>> stands at an eye-opening (at least to me) 125 current users - and rising,
> so

>> to an estimate of the user community worldwide (including PARIS users who
>> don't come to the NG) as being in the vicinity of a healthy 400 current
>> users.
>>
>> Surprised? Not bad for eight years after discontinuation!

>>

>> derived from a fairly accurate hand count of the number of currently active

>> is distinct from the size of the NG community itself. We needed that info
>> broken out separately because while some developments (say the ability to
>> open PARIS .ppjs without a PARIS rig) might indeed be of interest to
>> ex-PARIS users too (who might still retain archives in .ppj format), other
>> developments (say drivers) would really only be of interest to those who
>> still have and use PARIS hardware.

>>

>> To gather those numbers I ruled out the past approach of polls and censuses;

>> unreliable. I simply scanned through the NG posts going back an arbitrary
>> length of time (10 months) and noted every poster I could in that recent

>> posting PARIS-specific tech support questions, specific error code
>> questions, etc). I put the info in a database to sort it in different ways
>> so I could pretty confidently eliminate duplicates. It was a bit

>> would be counterbalanced by the certainty of undercount.

>>

> a

>> "minority case" - a returning user after years of absence - I naturally
> come

>> starting from here and going forward.

>>

>> So while it's true we were larger long ago, a hard floor of 125 real users
>> is a good strong number, an excellent number, for aficionado-driven efforts

>> than some aficionado groups for other pieces of discontinued technology,
> and
>> some of those smaller groups have got quite a lot of very meaningful work
>> done. And 400 users worldwide may not be Nuendo numbers but for small

>>

>> Hope this is of interest!

>>

>> - Kerry

>>

>Hi Tom,

I considered that, but I used to record a lot of kids with their parents

sitting on a couch behind me. Having "Sexual Chocolate" on the screen would have been awkward.

You can always change it yourself, though. Just go into the ini file and look for "variable Knee Compressor" and change it to whatever you like. :)

All the best,

Mike

"Tom Bruhl" <arpeggio@comcast.net> wrote:

>Hi Mike,

>

>Well I haven't tried it yet but I might have had you named it

>Sexual Chocolate II ! It's all in the marketing huh?

>

>I'll chime in after I get it going.

>

>Tom

>

>"Mike Audet" <mike@...> wrote in message news:486f8148\$1@linux...

>>

>> Hi Guys,

>>

>> I promise I will do a rockin' delay. Right now, I'm just spending all of

>> my time trying to get NoLimit to compile on the Mac. I feel like I'm

>> close,

>> but I still haven't got a finished library to test.

>>

>> I hope you are enjoying the compressor. It's basically a slightly

>> modified

>> sexual chocolate, which is cool to finally get out to people.

>>

>> Cheers!

>>

>> Mike

>>

>>

>> "Tom Bruhl" <arpeggio@comcast.net> wrote:

>>>Ya Rod, and add an amp emulator, eq or any plug-in at that stage for color

>>>

>>>is nice.

>>>I've been there too.

>>>

>>>It's amazing how easy we all want everything to be these days? ! I used

>> to

>>>have to

>>>route through the patchbay for all this good stuff. I was happy that
it
>> was
>>>there
>>>and even possible.
>>>
>>>I'm betting Mike never expected to be designing effects for us when he
>>>started out.
>>>I am just so appreciative of his effort to this point I feel silly asking
>>
>>>for more than he's
>>>already given.
>>>
>>>So, in my silly sort of tone, Mike can you do it?
>>>
>>>Tom
>>>
>>>
>>>
>>>
>>>
>>>
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>>>news:486ef859\$1@linux...
>>>>
>>>> I know you've probably thought of this, but you can put 2 delays in
>>>> series.
>>>> Make the first one a straight delay with no feedback, and add as much
>> as
>>>> you need to the second delay which will probably be maxed out time wise
>>
>>>> and
>>>> have some feedback.
>>>> Or...copy the track to another track, delay that track the amount you
>> need
>>>> to make the delay work with the existilng Paris delay (if you want a
2
>>
>>>> second
>>>> delay, delay the first track 1 second, then add the delay plug on an

>>>> aux.)
>>>> mute that track and set it to sent pre fade. Yes it would be cool to

>>>> have
>>>> a 2 second delay, but I've done this a few times and it's not a big

>>>> deal.

>>>> Rod
>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>> I'd pay for the luxury.
>>>>>
>>>>> Ya me too.
>>>>>
>>>>> A little shnazzy filtering and/or distortion in the
>>>>> feedback loop would be cool too.
>>>>>
>>>>> Tom
>>>>>
>>>>>
>>>>> "Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...
>>>>>>
>>>>>> ..Even a maximum of two seconds would be really cool.
>>>>>> Only too often I find that 1 second is just not quite enough.
>>>>>> Probably a limitation of the ESP's, dare I say it.
>>>>>> I know... I can always use native, but it gets tiring splicing
>>>>>> dead air onto the end of objects, just to allow the delays to
>>>>>> decay naturally.
>>>>>> I'd pay for the luxury.
>>>>>> Kim
>>>>>
>>>>>
>>>>
>>>
>>>
>>
>
> You did the right thing for both of us.

"Mike Audet" <mike@...> wrote in message news:486fba3f\$1@linux...
>
> Hi Tom,
>
> I considered that, but I used to record a lot of kids with their parents
> sitting on a couch behind me. Having "Sexual Chocolate" on the screen
> would
> have been awkward.
>
> You can always change it yourself, though. Just go into the ini file and
> look for "variable Knee Compressor" and change it to whatever you like. :)
>
> All the best,
>
> Mike
>

> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>Hi Mike,
>>
>>Well I haven't tried it yet but I might have had you named it
>>Sexual Chocolate II ! It's all in the marketing huh?
>>
>>I'll chime in after I get it going.
>>
>>Tom
>>
>>"Mike Audet" <mike@...> wrote in message news:486f8148\$1@linux...
>>>
>>> Hi Guys,
>>>
>>> I promise I will do a rockin' delay. Right now, I'm just spending all
> of
>>> my time trying to get NoLimit to compile on the Mac. I feel like I'm
>>> close,
>>> but I still haven't got a finished library to test.
>>>
>>> I hope you are enjoying the compressor. It's basically a slightly
>>> modified
>>> sexual chocolate, which is cool to finally get out to people.
>>>
>>> Cheers!
>>>
>>> Mike
>>>
>>>
>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
>>>>Ya Rod, and add an amp emulator, eq or any plug-in at that stage for
>>>>color
>>>
>>>>is nice.
>>>>I've been there too.
>>>>
>>>>It's amazing how easy we all want everything to be these days? ! I used
>>> to
>>>>have to
>>>>route through the patchbay for all this good stuff. I was happy that
> it
>>> was
>>>>there
>>>>and even possible.
>>>>
>>>>I'm betting Mike never expected to be designing effects for us when he
>>>>started out.
>>>>I am just so appreciative of his effort to this point I feel silly

>>>>asking
 >>>
 >>>>for more than he's
 >>>>already given.
 >>>>
 >>>>So, in my silly sort of tone, Mike can you do it?
 >>>>
 >>>>Tom
 >>>>
 >>>>
 >>>>
 >>>>
 >>>>
 >>>>
 >>>>
 >>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
 >>>>news:486ef859\$1@linux...
 >>>>>
 >>>>> I know you've probably thought of this, but you can put 2 delays in
 >>>>> series.
 >>>>> Make the first one a straight delay with no feedback, and add as much
 >>> as
 >>>>> you need to the second delay which will probably be maxed out time
 >>>>> wise
 >>>
 >>>>> and
 >>>>> have some feedback.
 >>>>> Or...copy the track to another track, delay that track the amount you
 >>> need
 >>>>> to make the delay work with the existilng Paris delay (if you want a
 > 2
 >>>
 >>>>> second
 >>>>> delay, delay the first track 1 second, then add the delay plug on an
 >
 >>>>> aux.)
 >>>>> mute that track and set it to sent pre fade. Yes it would be cool to
 >
 >>>>> have
 >>>>> a 2 second delay, but I've done this a few times and it's not a big
 >
 >>>>> deal.
 >>>>> Rod
 >>>>> "Tom Bruhl" <arpeggio@comcast.net> wrote:
 >>>>>>> I'd pay for the luxury.
 >>>>>>>
 >>>>>>>Ya me too.
 >>>>>>>
 >>>>>>>A little shnazzy filtering and/or distortion in the

>>>>>feedback loop would be cool too.
>>>>>
>>>>>Tom
>>>>>
>>>>>
>>>>>"Kim W." <no@freakin'.way> wrote in message news:486e5b1c\$1@linux...
>>>>>
>>>>>> ..Even a maximum of two seconds would be really cool.
>>>>>> Only too often I find that 1 second is just not quite enough.
>>>>>> Probably a limitation of the ESP's, dare I say it.
>>>>>> I know... I can always use native, but it gets tiring splicing
>>>>>> dead air onto the end of objects, just to allow the delays to
>>>>>> decay naturally.
>>>>>> I'd pay for the luxury.
>>>>>> Kim
>>>>>
>>>>>
>>>>>
>>>>
>>>>
>>>
>>
>>
>If you install a boxed copy of XP and patch it, you're not all that far from
this. You might have to do a bit to stop some services from starting, but
it's only a few. I don't about the handle and thread counts mentioned re:
MicroXP

However, with MicroXP you lose LAN networking, user accounts (I know what
they're doing to do that, don't think it's a good idea), remote desktop,
automatic updates (you want to run an unpatched XP machine? You sure?), and
a bunch of other stuff. I don't think that's a good trade.

TCB

"Mike Bloomer" <tubeguru2006@gmail.com> wrote:

>
>Micro XP is a hacked stripped down version of XP.It's apparently popular
with
>gamers... A friend at work got a hold of a copy and I had a chance to try
>it.I work at a computer repair shop and the idea behind trying it was to
>make some of the older P3s usable again. It works! It takes about 10 minutes
>to do a complete install. When the system is booted up it uses 36 meg of
>memory and runs 15 processes! Nearly everything has been stripped from the
>OS. There is no local networking, no scheduling, and no internet explorer.
>It will run Firefox though so internet is possible.Most XP programs will
>run on it.
>Just for giggles I loaded it on a 900MHz P3 with 256mb ram. Then I installed

>Cubase LE and loaded in 10 stereo tracks of audio and 15 plugins. It ran
>it perfectly and wasn't bogged down at all! So I added 10 more stereo tracks
>and it ran those.
>I tried it on my Paris box at home as a dual boot and so far so good. It
>seems to be immune to some of Paris's bugs.
>If you decide to try it get version .08 not version .06 which is more commonly
>available. I'm still testing I'll do a more complete synopsis when I'm finished....
>MBJohn wrote:

> also, can you run updates to keep it secure ?

No you can't run updates, but the good news is that most of the stuff
affected by most common Malware is not there... Avg Free version 7.5
works fine, Spybot will also run. AVG 8 will not install, neither will
NTI cd burning , Nero 6 will though.

The reason the networking works the way it does I think is that the
networking protocols for internet and local networking are different.
If you leave out the local networking it doesn't really affect the
internet. An advantage to this is that the Micro XP machine can't infect
other machines on the network.

I have also noticed that when micro XP is installed as a dual boot, it
modifies the existing Windows installation even if you install to a
separate folder. I am still investigating exactly what it modifies.

Things like fonts and mouse cursors are affected. I think that what it
removes can be replaced if desired with an SFC Scannow or a repair
installation of the full XP install.

MBThat's true, and on a really powerful computer you might not gain that
much in terms of resources. I did notice a definite increase in speed
and smoothness and Paris seems a bit less buggy. Whether it actually is
I will find out after more exhaustive testing. I don't really miss LAN I
never used it on my DAW, and my DAW never goes on the internet. The
remote services are also pretty useless on a DAW. I think the best of
both worlds would be separate installations on separate partitions.

Where it
